Troglodyte

written by CresthavenRPG Guru | January 23, 2020

Common | *Medium* | *Chaotic evil* | *Humanoid*

Troglodytes are a warlike race of carnivorous reptilian humanoids that dwell in natural subterranean caverns and in the cracks and crevices of mountains. They hate man above all other creatures and often launch bloody raids on human communities in search of food and steel.

Armor Class	Hit Points	Move
15	8 *(2 Hit Dice)*	walk 45 ft
Appearing	10d10	
Habitat	Mountains,Underground	
Negotiation	yes	
Morale DC	11	
Challenge	1.1 (330 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
2	0	2	-2	0	-2

Combat

Has 3 attacks. Hit Bonus +2. Damage: Claws (2) 1d2 +2, Bite 1d4 +2 or by Weapon

Special Attacks

Poison. Those failing their Constitution DC 12 save are so revolted as to lose 1d6 points of Strength. This loss remains in effect for 10 rounds.

Treasure

Individual: 1d6 sp

Lair: 5d6 x 10 gp, any 3 magic items (30%)